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Term used **morphing**

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1 [Morphing between polylines](#)

Alon Efrat, Sarel Har-Peled, Leonidas J. Guibas, T. M. Murali

January 2001 **Proceedings of the twelfth annual ACM-SIAM symposium on Discrete algorithms**
Publisher: Society for Industrial and Applied Mathematics

Full text available: [pdf\(831.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Given two non-intersecting simple polylines in the plane, we study the problem of continuously transforming or morphing one polyline into the other. Our morphing strategies have the desirable property that every intermediate polyline is also simple. We also guarantee that no portion of the polylines to be morphed is stretched or compressed by more than a user-defined parameter during the entire morphing. Our algorithms are based on the morphing width, a new metric we have developed for measur ...

2 [Disparity-based view morphing—a new technique for image-based rendering](#)

Ho-Chao Huang, Shung-Hua Nain, Yi-Ping Hung, Tse Cheng

November 1998 **Proceedings of the ACM symposium on Virtual reality software and technology**
Publisher: ACM Press

Full text available: [pdf\(1.60 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

3 [View morphing](#)

Steven M. Seitz, Charles R. Dyer

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press

Full text available: [pdf\(302.21 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: image metamorphosis, image warping, morphing, view interpolation, view synthesis

4 [A morphable model for the synthesis of 3D faces](#)

Volker Blanz, Thomas Vetter

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: [pdf\(2.76 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


Keywords: computer vision, facial animation, facial modeling, morphing, photogrammetry, registration

5 Multiresolution mesh morphing

Aaron W. F. Lee, David Dobkin, Wim Sweldens, Peter Schröder

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  [pdf\(22.73 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: interpolation, mesh simplification, meshes, morphing, multiresolution, surface parameterization

6 Using morphing for information visualization

Wolfgang Müller, Marc Alexa

November 1998 **Proceedings of the 1998 workshop on New paradigms in information visualization and manipulation**

Publisher: ACM Press

Full text available:  [pdf\(655.19 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: information visualization, morphing, visual scales

7 Story-morphing in the affective reasoning paradigm: generating stories semi-automatically for use with "emotionally intelligent" multimedia agents

Clark Elliott, Jacek Brzezinski, Sanjay Sheth, Robert Salvatoriello

May 1998 **Proceedings of the second international conference on Autonomous agents**

Publisher: ACM Press


Full text available:  [pdf\(1.11 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

8 Morphing simple polygons

Leonidas Guibas, John Hersberger

June 1994 **Proceedings of the tenth annual symposium on Computational geometry**

Publisher: ACM Press

Full text available:  [pdf\(1.13 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


In this paper we investigate the problem of morphing (i.e. continuously deforming) one simple polygon into another. We assume that our two initial polygons have the same number of sides n , and that corresponding sides are parallel. We show that a morph is always possible by a varying simple interpolating polygon also of n sides parallel to those of the two original ones. If we consider a uniform scaling or translation of part of the polygon as an atomic mor ...

9 Morphing binary trees

John Hersberger, Subhash Suri

January 1995 **Proceedings of the sixth annual ACM-SIAM symposium on Discrete algorithms**

Publisher: Society for Industrial and Applied Mathematics

Full text available:  [pdf\(1.03 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

10 Fluid sketches: continuous recognition and morphing of simple hand-drawn shapes

James Arvo, Kevin Novins



Publisher: ACM Press

Full text available: pdf(152.96 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: morphing, recognition, sketching

11 The morph node



Marc Alexa, Johannes Behr, Wolfgang Müller

February 2000 **Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML)**

Publisher: ACM Press

Full text available: pdf(159.90 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We discuss potential and limitations of a Morph Node, inspired by the corresponding construct in Java3D. A Morph Node in Java3D interpolates vertex attributes among several homeomorphic geometries. This node is a promising candidate for the delivery of 3D animation in a very compact form. We review the state-of-the-art in Web 3D techniques with respect to the possibility of interpolating among several geometries. This review leads to a simple extension for VRML-97 as well as a recommendatio ...

Keywords: VRML, animation, avatars, morphing, virtual humans

12 A new image morphing technique for smooth vista transitions in panoramic image-based virtual environment



Cheng-Chin Chiang, Der-Lor Way, Jun-Wei Shieh, Li-Sheng Shen

November 1998 **Proceedings of the ACM symposium on Virtual reality software and technology**

Publisher: ACM Press

Full text available: pdf(2.21 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: epipolar geometry, morphing, panoramic image-based VR

13 Feature-based surface decomposition for polyhedral morphing



Arthur D. Gregory, Andrei State, Ming C. Lin, Dinesh Manocha, Mark A. Livingston

June 1999 **Proceedings of the fifteenth annual symposium on Computational geometry**

Publisher: ACM Press

Full text available: pdf(256.10 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

14 Scheduled Fourier volume morphing



John F. Hughes

July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques SIGGRAPH '92**, Volume 26 Issue 2

Publisher: ACM Press

Full text available: pdf(2.42 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Fourier transformation, morphing, sampled volumetric models, smooth interpolation




Modeling generalized cylinders via Fourier morphing

Alberto S. Aguado, Eugenia Montiel, Ed Zaluska

October 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(661.43 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Generalized cylinders provide a compact representation for modeling many components of natural objects as well as a great variety of human-made industrial parts. This paper presents a new approach to modeling generalized cylinders based on cross-sectional curves defined using Fourier descriptors. This modeling is based on contour interpolation and is implemented using a subdivision technique. The definition of generalized cylinders uses a three-dimensional trajectory which provides an adequ ...

Keywords: Fourier expansion, contour interpolation, generalized cylinders, morphing, parametric surfaces, solid modeling, subdivision methods



16 Navigating static environments using image-space simplification and morphing



Lucia Darsa, Bruno Costa Silva, Amitabh Varshney

April 1997 **Proceedings of the 1997 symposium on Interactive 3D graphics**

Publisher: ACM Press

Full text available:  [pdf\(1.30 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)





17 Poster: Morphé: a practical compiler for reversible morphology rules

John R. R. Leavitt

March 1992 **Proceedings of the third conference on Applied natural language processing**

Publisher: Association for Computational Linguistics

Full text available:  [pdf\(214.07 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)
 [Publisher Site](#)

Morphé is a Common Lisp compiler for reversible inflectional morphology rules developed at the Center for Machine Translation at Carnegie Mellon University. This paper describes the Morphé processing model, its implementation, and how it handles some common morphological processes.



18 Making caricatures with morphing



Ergun Akleman

January 1997 **ACM SIGGRAPH 97 Visual Proceedings: The art and interdisciplinary programs of SIGGRAPH '97**

Publisher: ACM Press

Full text available:  [html\(6.92 KB\)](#) Additional Information: [full citation](#), [index terms](#)



19 Cultural transformations: morphing sensibility



Cynthia Beth Rubin

August 1995 **ACM SIGGRAPH Computer Graphics**, Volume 29 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(391.44 KB\)](#) Additional Information: [full citation](#), [index terms](#)



20 System support for automatic profiling and optimization



Xiaolan Zhang, Zheng Wang, Nicholas Gloy, J. Bradley Chen, Michael D. Smith

October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles SOSP '97**, Volume 31 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(1.95 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



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